Barriers of Virtual Reality

Highlighted Participant Responses to Qualitative Questions on Survey

Tech Stress Battery Life, Limited Devices, Connectivity Issues	"[The] Battery life of headset [was low], technical issues... game was difficult at times." (OT-2 Participant 25)
Personal Safety & Health Comfort, Precautions	"VR only was not as personable. VR could cause dizziness/nausea, use of VR tech requires recharging" (OT-2 Participant 15)
Logistics Time, Environment, Cost, Instructions	"[The equipment] may cost more, may be... confusing to explain, may have to use therapy time to troubleshoot" (OT-2 Participant 20)